

If the sight of one of these puts you in a cold sweat or has you seeing double, look no further.

DUNGEONS & DRAGONS®

CHARACTER NAME

CLASS & LEVEL BACKGROUND PLAYER NAME

RACE ALIGNMENT EXPERIENCE POINTS

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

INSPIRATION

PROFICIENCY BONUS

☐ Strength
☐ Dexterity
☐ Constitution
☐ Intelligence
☐ Wisdom
☐ Charisma

SAVING THROWS

☐ Acrobatics (Dex)
☐ Animal Handling (Wis)
☐ Arcana (Int)
☐ Athletics (Str)
☐ Deception (Cha)
☐ History (Int)
☐ Insight (Wis)
☐ Intimidation (Cha)
☐ Investigation (Int)
☐ Medicine (Wis)
☐ Nature (Int)
☐ Perception (Wis)
☐ Performance (Cha)
☐ Persuasion (Cha)
☐ Religion (Int)
☐ Sleight of Hand (Dex)
☐ Stealth (Dex)
☐ Survival (Wis)

SKILLS

ARMOR CLASS

INITIATIVE

SPEED

Hit Point Maximum

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

HIT DICE

SUCCESSES

FAILURES

DEATH SAVED

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATE BONUS

DAMAGE TYPE

ATTACKS & SPELL CASTING

EQUIPMENT

FEATURES & TRAITS

OTHER PROFICIENCIES & LANGUAGES

PASSIVE WISDOM (PERCEPTION)

This handy guide will help you fill out a character sheet like a professional!

Race

Race

- In D&D, **race** refers to any intelligent humanoid species.

Race

Select a **race** now and record it near the top of your character sheet.

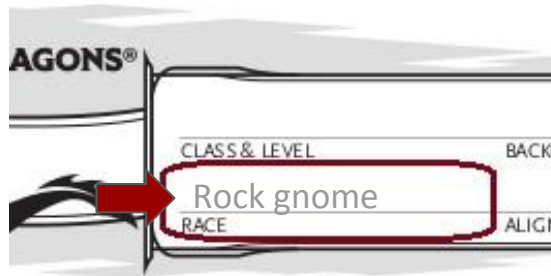
Common:

- dwarf
- elf
- halfling
- human

Rare:

- gnome
- half-elf
- half-orc
- tiefling

Also choose a **subrace** if you're playing a dwarf, elf, halfling, or gnome.

The image shows a character sheet template with various fields for recording character information. The fields are arranged in a grid-like fashion. At the top, there are three fields: 'ARMOR CLASS' (shield icon), 'INITIATIVE' (square icon), and 'SPEED' (square icon). Below these are three larger fields: 'Hit Point Maximum' (with a line for writing), 'CURRENT HIT POINTS' (with a line for writing), and 'TEMPORARY HIT POINTS' (with a line for writing). At the bottom, there are two fields: 'Total' (with a line for writing) and 'HIT DICE' (with a line for writing). To the right of these are two fields: 'SUCCESSSES' (with four circles) and 'FAILURES' (with four circles). At the very bottom right is a field for 'DEATH SAVES' (with a line for writing).

Race

Every race has an **ability score increase**.

Lightly jot down your **ability score increase** in the left-hand column on your character sheet.

The image shows a portion of a Dungeons & Dragons character sheet. At the top right is the 'DUNGEONS & DRAGONS' logo. Below it is a banner for 'CHARACTER NAME'. The left-hand column contains six boxes for ability scores: STRENGTH, DEXTERITY, CONSTITUTION, INTELLIGENCE, WISDOM, and CHARISMA. A red bracket highlights this column, with a red arrow pointing down next to the number '2' and another red arrow pointing down next to the number '1'. The right-hand column contains three sections: 'INSPIRATION' (a box), 'PROFICIENCY BONUS' (a circle), and two large boxes for 'SAVING THROWS' and 'SKILLS'. The 'SAVING THROWS' box lists Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. The 'SKILLS' box lists Acrobatics (Dex), Animal Handling (Wis), Arcana (Int), Athletics (Str), Deception (Cha), History (Int), Insight (Wis), Intimidation (Cha), Investigation (Int), Medicine (Wis), Nature (Int), Perception (Wis), Performance (Cha), Persuasion (Cha), Religion (Int), Sleight of Hand (Dex), Stealth (Dex), and Survival (Wis).

Race

Every race has a base walking **speed**, usually 25 or 30 feet.

This number represents how far your character can move in one turn in combat.

Record your **speed** in the box provided on your character sheet.

AGONS®

CLASS & LEVEL	BACK
RACE	ALIGN

ARMOR CLASS	INITIATIVE	30 SPEED
Hit Point Maximum _____		
CURRENT HIT POINTS		
TEMPORARY HIT POINTS		
Total _____ HIT DICE	SUCCESSSES ○○○○ FAILURES ○○○○ DEATH SAVED	

Race

Your character possesses traits in common with his or her people.

List your race's **traits** in the lower right-hand box on your character sheet.

Dwarf: *darkvision*, *dwarven resilience*, *stonecunning* (hill dwarf: *toughness*).

Elf: *darkvision, fey ancestry, trance* (high elf: *cantrip*; wood elf: *mask of the wild*)

Halfling: *lucky, brave, nimbleness*, (lightfoot: *naturally stealthy*; stout: *resilience*)

NAME	ATK BONUS	DAMAGE/TYPE

ATTACKS & SPELLCASTING

CR	CP	CD	CF	CP

EQUIPMENT

FEATURES & TRAITS	FEATURES & TRAITS
lucky	
brave	
halfling nimbleness	
stout resilience	

Race

A few races gain **skill proficiencies**.

Proficiency represents a character's inborn knack or special training.

Elf characters should fill in the bubble next to Perception.

Half-orc characters should fill in Intimidation.

Half-elf characters should fill in any two.

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

SAVING THROWS

- ☐ Strength
- ☐ Dexterity
- ☐ Constitution
- ☐ Intelligence
- ☐ Wisdom
- ☐ Charisma

SKILLS

- ☐ Acrobatics (Dex)
- ☐ Animal Handling (Wis)
- ☐ Arcana (Int)
- ☐ Athletics (Str)
- ☐ Deception (Cha)
- ☐ History (Int)
- ☐ Insight (Wis)
- ☐ Intimidation (Cha)
- ☐ Investigation (Int)
- ☐ Medicine (Wis)
- ☐ Nature (Int)
- ☐ Perception (Wis)
- ☐ Performance (Cha)
- ☐ Persuasion (Cha)
- ☐ Religion (Int)
- ☐ Sleight of Hand (Dex)
- ☐ Stealth (Dex)
- ☐ Survival (Wis)

Race

A couple of races gain **tool** or **weapon proficiencies**:

If you are a **dwarf** or **elf**, write down your proficiencies in the lower left box on your character sheet.

CHARISMA

Persuasion (Cha)
Religion (Int)
Sleight of Hand (Dex)
Stealth (Dex)
Survival (Wis)

SKILLS

PASSIVE WISDOM (PERCEPTION)

battleaxe
handaxe
throwing hammer
warhammer
light armor
medium armor
brewer's tools

OTHER PROFICIENCIES & LANGUAGES

Race

Every race speaks at least two **languages**. Half-elves speak three.

Write down your **languages** in a separate column in the proficiencies box.

CHARISMA

Persuasion (Cha)
Religion (Int)
Sleight of Hand (Dex)
Stealth (Dex)
Survival (Wis)

SKILLS

PASSIVE WISDOM (PERCEPTION)

Common
Infernal

OTHER PROFICIENCIES & LANGUAGES

BACKGround

Background

Your **background** is what you were before you became an adventurer.

- acolyte
- charlatan
- criminal
- entertainer
- folk hero
- guild artisan
- hermit
- noble
- outlander
- sage
- sailor
- soldier
- urchin

Background

Select a **background** now and record it at the top of your character sheet.

CLASS & LEVEL		Folk Hero BACKGROUND	PLAYER NAME
RACE	ALIGNMENT	EXPERIENCE	

INITIATIVE

SPEED

Maximum _____

 CURRENT HIT POINTS

TEMPORARY HIT POINTS

ICE

SUCCESSSES ○○○○○
 FAILURES ○○○○○
 DEATH SAVED

PERSONALITY TRAITS

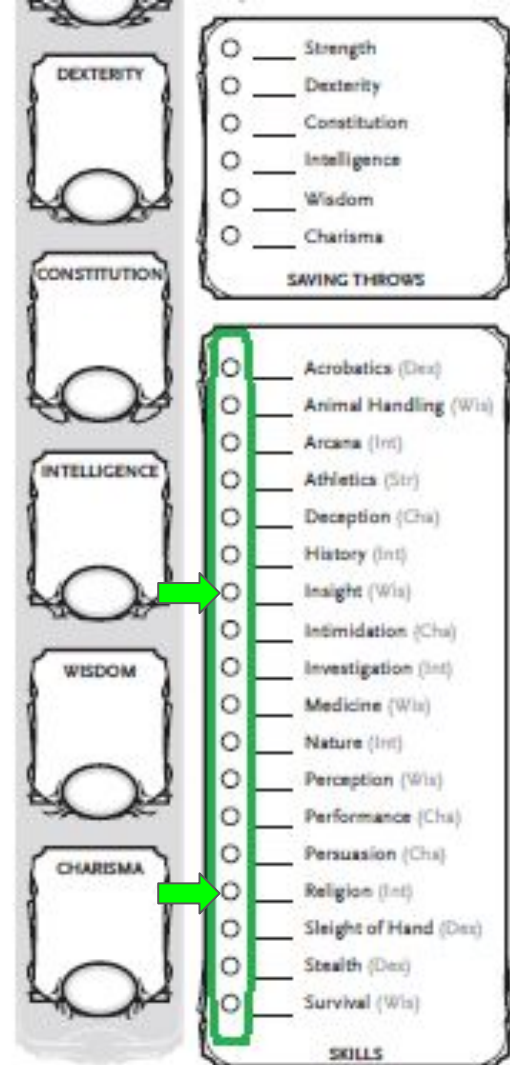
IDEALS

BONDS

FLAWS

Background

Your background gives you two **skill proficiencies**.



Background

Your background grants you two **tool proficiencies**, two **languages**, or one of each.

The image shows a portion of a character sheet. At the top left is a box labeled "CHARISMA" with a decorative border and a small circle at the bottom. To its right is a list of skills, each preceded by a circle and a line: Persuasion (Cha), Religion (Int), Sleight of Hand (Dex), Stealth (Dex), and Survival (Wis). Below this list is a box labeled "SKILLS". Underneath the skills section is a horizontal bar labeled "PASSIVE WISDOM (PERCEPTION)". Below this bar are two large, lined boxes. The left box is outlined in blue and has a blue arrow pointing to it from the left; it is labeled "Cook's utensils" at the top and "OTHER PROFICIENCIES" at the bottom. The right box is outlined in purple and has a purple arrow pointing to it from the left; it is labeled "Elvish" at the top and "LANGUAGES" at the bottom.

CHARISMA

- ☐ Persuasion (Cha)
- ☐ Religion (Int)
- ☐ Sleight of Hand (Dex)
- ☐ Stealth (Dex)
- ☐ Survival (Wis)

SKILLS

PASSIVE WISDOM (PERCEPTION)

Cook's utensils

Elvish

OTHER PROFICIENCIES

LANGUAGES

Background

You also pick up **equipment** related to your background.

The **gold pieces** can be recorded in the box labeled **GP**.

SKILLS

- ☐ ___ Insight (Wis)
- ☐ ___ Intimidation (Cha)
- ☐ ___ Investigation (Int)
- ☐ ___ Medicine (Wis)
- ☐ ___ Nature (Int)
- ☐ ___ Perception (Wis)
- ☐ ___ Performance (Cha)
- ☐ ___ Persuasion (Cha)
- ☐ ___ Religion (Int)
- ☐ ___ Sleight of Hand (Dex)
- ☐ ___ Stealth (Dex)
- ☐ ___ Survival (Wis)

ATTACKS & SPELLCASTING

PASSIVE WISDOM (PERCEPTION)

EQUIPMENT

PROFICIENCIES & LANGUAGES

EQUIPMENT

Background

You have a **feature** unique to your background.

Record it below your race traits.

NAME	ATK BONUS	DAMAGE/TYPE

ATTACKS & SPELLCASTING

EQUIPMENT

FEATURES & TRAITS

Criminal Contact

Background

Backgrounds have suggested **personal characteristics**. Roll randomly or choose from the options.

You earn **inspiration** points for roleplaying your character's personality.

BACKGROUND		PLAYER NAME
ALIGNMENT		EXPERIENCE POINTS

SPEED	I know a story relevant to almost every situation. I'll settle for nothing less than perfection. PERSONALITY TRAITS
TS	Beauty. When I perform, I make the world better than it was. (Good) IDEALS
NTS	I want to be famous, whatever it takes. BONDS
ESSES URES DEATH SAVED	I'm a sucker for a pretty face. FLAWS

class

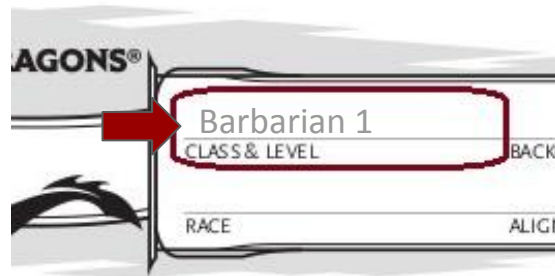
Class

Your **class** is your character's calling—it's the primary definition of what he or she can do

- Barbarian: a fierce warrior of primitive background who can enter a rage
- Bard: an inspiring magician whose power echoes the music of creation
- Cleric: a champion who wields divine magic in service of a higher power
- Druid: a priest wielding the powers of nature & adopting animal forms
- Fighter: a master of martial combat, skilled with weapons & armor
- Monk: a master of martial arts, harnessing the power of the body in pursuit of physical & spiritual perfection
- Paladin: a holy warrior bound to a sacred oath
- Ranger: a wilderness warrior who uses martial prowess & nature magic
- Rogue: a scoundrel who uses stealth & deceit to outfox obstacles & foes
- Sorcerer: a spellcaster who draws on inherent magic from a gift or bloodline
- Warlock: a wielder of magic derived from a deal with an extraplanar entity
- Wizard: a scholarly magic-user capable of manipulating reality

Class

Select a **class** now and record it at the top of your character sheet. You start at **1st level**.



The image shows the main body of a character sheet. It contains several boxes for recording information:

- ARMOR CLASS**: A shield-shaped box.
- INITIATIVE**: A square box.
- SPEED**: A square box.
- Hit Point Maximum**: A large rectangular box with a horizontal line for writing.
- CURRENT HIT POINTS**: A large rectangular box.
- TEMPORARY HIT POINTS**: A large rectangular box.
- Total**: A box with a horizontal line for writing.
- HIT DICE**: A box.
- SUCCESSES**: A box with five circles.
- FAILURES**: A box with five circles.
- DEATH SAVED**: A box.

Class

Your character has six **ability scores**:

- **Strength** measures bodily power & athleticism
 - Important for barbarian, fighter, paladin
- **Dexterity** measures agility & reflexes
 - Important for monk, ranger, rogue
- **Constitution** measures endurance & health
 - Important for everyone
- **Intelligence** measures reasoning & memory
 - Important for wizard
- **Wisdom** measures awareness & intuition
 - Important for cleric, druid
- **Charisma** measures force of personality
 - Important for bard, sorcerer, warlock

Class

There are two methods for determining your six **ability scores**:

- Standard Array: 15, 14, 13, 12, 10, 8
- Point Buy: 27 points to spend

ABILITY SCORE POINT COST			
Score	Cost	Score	Cost
8	0	12	4
9	1	13	5
10	2	14	7
11	3	15	9

Once you have your six numbers, assign each one to an **ability score**, adding any ability score increase from your race.

The image shows a portion of a Dungeons & Dragons character sheet. At the top right is the 'DUNGEONS & DRAGONS' logo. Below it is a banner for 'CHARACTER NAME'. The main section displays six ability score boxes: STRENGTH (10), DEXTERITY (17), CONSTITUTION (13), INTELLIGENCE (8), WISDOM (15), and CHARISMA (12). To the right of these are boxes for INSPIRATION, PROFICIENCY BONUS, and SAVING THROWS. Below these are two columns of skills, each with a list of skill names and a corresponding ability score in parentheses. The skills listed are: Acrobatics (Dex), Animal Handling (Wis), Arcana (Int), Athletics (Str), Deception (Cha), History (Int), Insight (Wis), Intimidation (Cha), Investigation (Int), Medicine (Wis), Nature (Int), Perception (Wis), Performance (Cha), Persuasion (Cha), Religion (Int), Sleight of Hand (Dex), Stealth (Dex), and Survival (Wis). The word 'SKILLS' is at the bottom right.

Class

Then record each **ability modifier** above its corresponding ability score.

ABILITY SCORES AND MODIFIERS			
Score	Modifier	Score	Modifier
1	-5	16-17	+3
2-3	-4	18-19	+4
4-5	-3	20-21	+5
6-7	-2	22-23	+6
8-9	-1	24-25	+7
10-11	+0	26-27	+8
12-13	+1	28-29	+9
14-15	+2	30	+10



CHARACTER NAME _____

STRENGTH
+0

DEXTERITY
+3

CONSTITUTION
+1

INTELLIGENCE
-1

WISDOM
+2

CHARISMA
+1

INSPIRATION

PROFICIENCY BONUS

☐ Strength

☐ Dexterity

☐ Constitution

☐ Intelligence

☐ Wisdom

☐ Charisma

SAVING THROWS

☐ Acrobatics (Dex)

☐ Animal Handling (Wis)

☐ Arcana (Int)

☐ Athletics (Str)

☐ Deception (Cha)

☐ History (Int)

☐ Insight (Wis)

☐ Intimidation (Cha)

☐ Investigation (Int)

☐ Medicine (Wis)

☐ Nature (Int)

☐ Perception (Wis)

☐ Performance (Cha)

☐ Persuasion (Cha)

☐ Religion (Int)

☐ Sleight of Hand (Dex)

☐ Stealth (Dex)

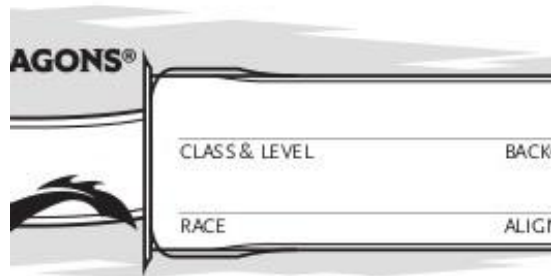
☐ Survival (Wis)

SKILLS

Class

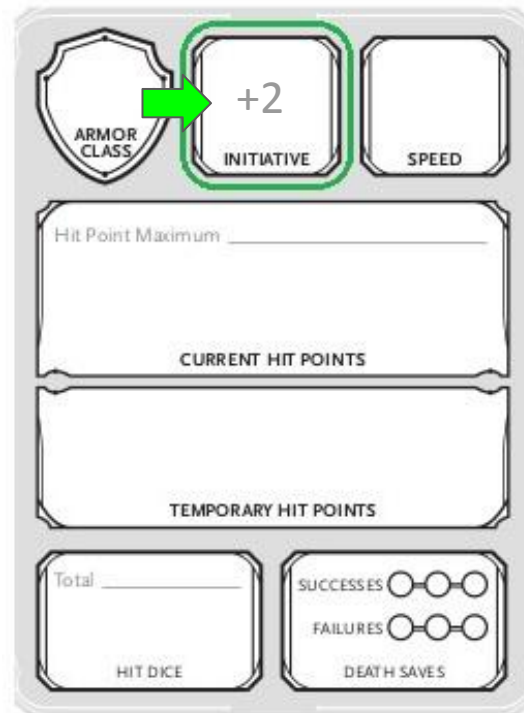
Initiative determines the order in combat.
 $d20 + \text{Initiative modifier}$.

Your **Initiative modifier** is the same as your
Dexterity modifier.



AGONS®

CLASS & LEVEL	BACK
RACE	ALIGN



ARMOR CLASS	+2 INITIATIVE	SPEED
Hit Point Maximum _____		
CURRENT HIT POINTS		
TEMPORARY HIT POINTS		
Total _____ HIT DICE	SUCCESSSES ○○○○ FAILURES ○○○○ DEATH SAVES	

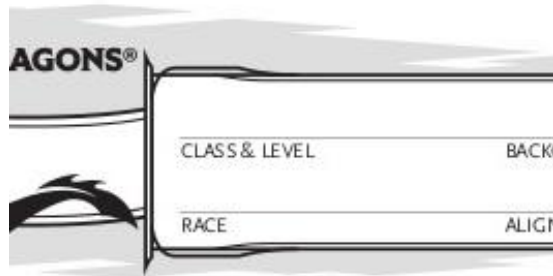
Class

You start with one **hit die**. The type of hit die is determined by your character's class. Add your **Constitution modifier** to it.

- Barbarian: **d12**
- Fighter, Paladin, Ranger: **d10**
- Bard, Cleric, Druid, Monk, Rogue, Warlock: **d8**
- Sorcerer, Wizard: **d6**

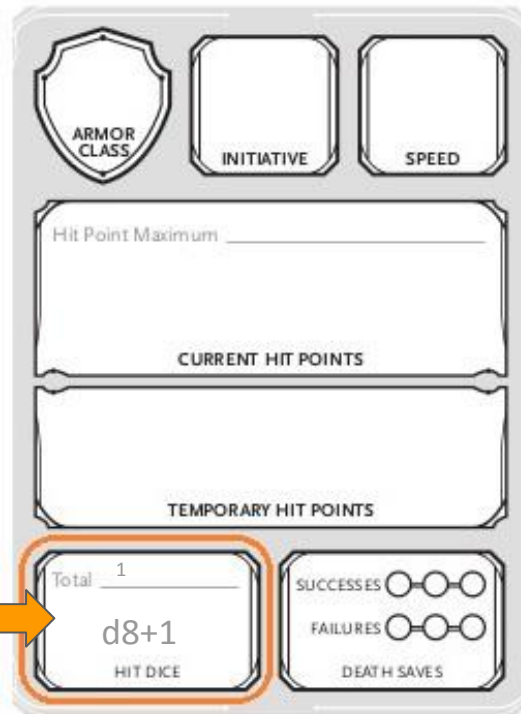
After a short rest, you can spend one or more hit dice to regain that many **hit points**.

After a long rest, you regain half your spent hit dice.



AGONS®

CLASS & LEVEL	BACK
RACE	ALIGN



ARMOR CLASS	INITIATIVE	SPEED
Hit Point Maximum _____		
CURRENT HIT POINTS		
TEMPORARY HIT POINTS		
Total 1 d8+1 HIT DICE	SUCCESSSES ○○○○ FAILURES ○○○○ DEATH SAVED	

Class

Hit points (hp) measure how tough your character is, how much punishment you can take before losing consciousness.

You receive **hit points** according to your class

- Barbarian: **12 + Constitution modifier**
- Fighter, Paladin, Ranger: **10 + Constitution modifier**
- Bard, Cleric, Druid, Monk, Rogue, Warlock: **8 + Constitution modifier**
- Sorcerer, Wizard: **6 + Constitution modifier**

AGONS®

CLASS & LEVEL	BACK
RACE	ALIGN

ARMOR CLASS	INITIATIVE	SPEED
Hit Point Modifier 9		
CURRENT HIT POINTS		
TEMPORARY HIT POINTS		
Total	SUCCESSSES	
HIT DICE	FAILURES	
	DEATH SAVED	

Class

Classes may grant **tool**, **armor** and/or **weapon proficiencies**.

CHARISMA

○ — Persuasion (Cha)
○ — Religion (Int)
○ — Sleight of Hand (Dex)
○ — Stealth (Dex)
○ — Survival (Wis)

SKILLS

PASSIVE WISDOM (PERCEPTION)

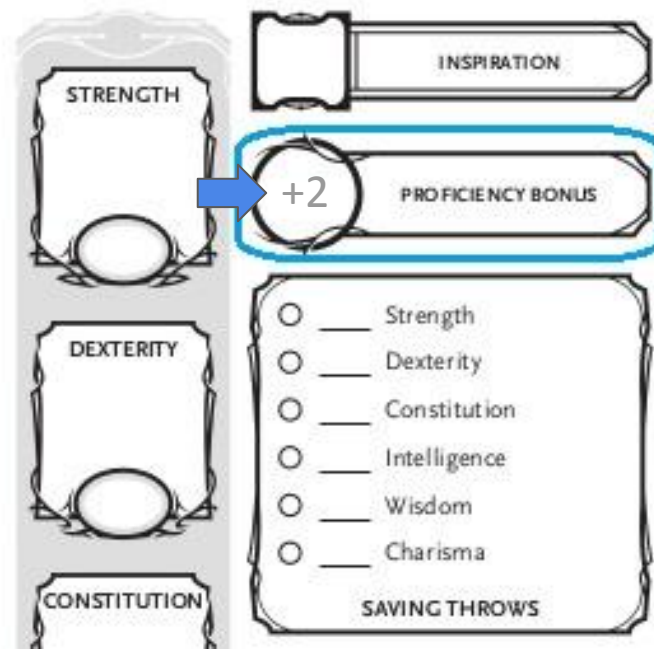
simple weapons
hand crossbows
longswords
rapiers
shortswords
light armor
medium armor
thieves' tools

OTHER PROFICIENCIES & LANGUAGES

Class

Your **proficiency bonus** at 1st level is +2.

You add this bonus to rolls when using weapons, spells, skills, tools, and saving throws with which you are proficient.



Class

Your class grants you two **saving throw proficiencies**. Fill in the corresponding bubbles.

Saving throws are the same as their corresponding **ability modifiers**.

But add your **proficiency bonus** to those with which you are proficient.

This image shows a portion of a character sheet, specifically the ability and saving throw section. On the left, there are three vertical boxes labeled "STRENGTH", "DEXTERITY", and "CONSTITUTION". To the right of these are two horizontal boxes labeled "INSPIRATION" and "PROFICIENCY BONUS". Below these is a large box labeled "SAVING THROWS" which contains a list of abilities with corresponding modifiers: Strength (+0), Dexterity (+1), Constitution (+1), Intelligence (-1), Wisdom (+4), and Charisma (+5). Each modifier is preceded by a small circle. Two purple arrows point from the "DEXTERITY" and "CONSTITUTION" ability boxes to the "SAVING THROWS" section, specifically pointing to the Dexterity and Constitution entries.

Class

Your class grants more **skill proficiencies**, usually chosen from a short list.

Skill checks use corresponding **ability modifiers**. Add your proficiency bonus wherever bubbles are filled in.

The image shows a vertical character sheet template. On the left, there are five ability score boxes: DEXTERITY, CONSTITUTION, INTELLIGENCE, WISDOM, and CHARISMA. Each box has a bubble at the bottom for a modifier. On the right, there are two sections: 'SAVING THROWS' and 'SKILLS'. The 'SAVING THROWS' section has a list of six abilities with corresponding bubbles: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. The 'SKILLS' section has a list of 20 skills with corresponding bubbles and ability modifiers. A green arrow points from the 'INTELLIGENCE' ability box to the 'Arcana (Int)' skill entry. Another green arrow points from the 'WISDOM' ability box to the 'Investigation (Int)' skill entry. The 'SKILLS' section is highlighted with a green border.

Ability	Modifier	Skill	Modifier
Strength		Acrobatics (Dex)	+1
Dexterity		Animal Handling (Wis)	+2
Constitution		Arcana (Int)	+5
Intelligence		Athletics (Str)	-1
Wisdom		Deception (Cha)	+0
Charisma		History (Int)	+3
		Insight (Wis)	+2
		Intimidation (Cha)	+0
		Investigation (Int)	+5
		Medicine (Wis)	+2
		Nature (Int)	+3
		Perception (Wis)	+2
		Performance (Cha)	+0
		Persuasion (Cha)	+0
		Religion (Int)	+3
		Sleight of Hand (Dex)	+1
		Stealth (Dex)	+1
		Survival (Wis)	+2

Class

Pick up additional **equipment** from among the class options.

[illegible]

Character Sheet

Name: Dungeoneer

Race: Human

Class: Warrior

Level: 1

Alignment: Lawful Good

Sex: Male

Age: 20

Height: 5'8"

Weight: 160

Hair: Brown

Eyes: Blue

Skin: Fair

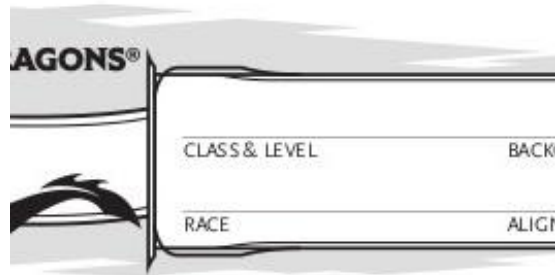
Equipment:

- light crossbow
- orb
- dungeoneer's pack
- leather armor
- daggers (3)

Class

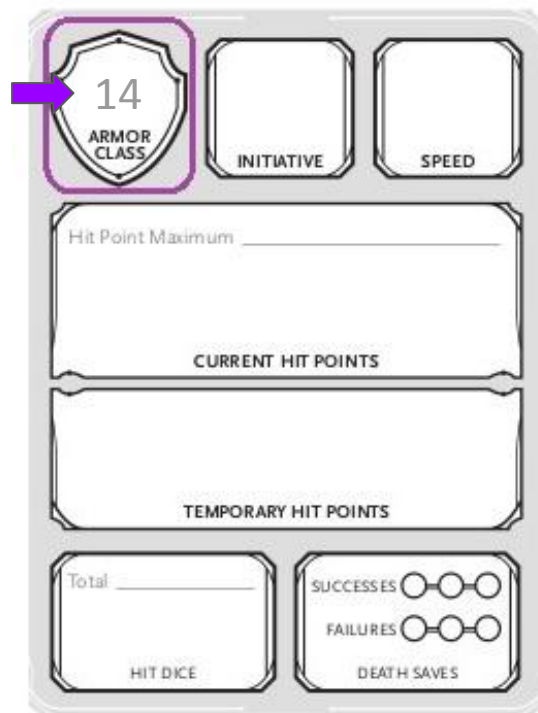
Your **Armor Class (AC)** is the number enemies have to roll to hit you in combat.

- If you're not wearing armor, your AC is **10 + Dexterity modifier**.
- If you're wearing armor, refer to the Armor table on page 145.
- A shield adds **+2** to AC.
- **Barbarians** and **monks** have alternate methods for determining AC.



AGONS®

CLASS & LEVEL	BACK
RACE	ALIGN



14
ARMOR CLASS

INITIATIVE

SPEED

Hit Point Maximum _____

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total _____

HIT DICE

SUCCESSES ○○○○

FAILURES ○○○○

DEATH SAVED

Class

When you attack with a **weapon**, roll a d20 and add your **proficiency bonus** & an **ability modifier**.

- For **melee** weapon attacks, use your Strength modifier for attack & damage rolls
 - **Finesse** weapons can use Dexterity instead
- For **ranged** weapon attacks, use your Dexterity modifier for attack & damage rolls
 - **Thrown** weapons can use Strength instead

Hit Point Maximum _____

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total _____

HIT DICE

SUCCESSSES ○○○○

FAILURES ○○○○

DEATH SAVED

longsword +4 1d8+2 S

dagger +4 1d4+2 P

longbow +3 1d8+1 P

ATTACKS & SPELLCASTING

Class

Your have various abilities unique to your class.

Record your **class features** below
your **background feature**.

NAME

ATK BONUS

DAMAGE TYPE

ATTACKS & SPELLCASTING

EQUIPMENT

FEATURES & TRAITS

archery fighting style
second wind

You're done!

Dwarf cleric (soldier), page 1 of 2

Everyone else is a spellcaster.

[illegible]

Class

First, write down your **spellcasting class**:
bard, cleric, druid, sorcerer, warlock, or wizard.



Bard

SPELLCASTING CLASS

0

CANTRIPS

3

SPELL LEVEL

1

SLOTS TOTAL

SLOTS EXPENDED

PREPARED

SPELL NAME

Class

Fill out the spell stats on the right side.

Spellcasting ability

- Bard, Sorcerer, Warlock: **Charisma**
- Cleric, Druid: **Wisdom**
- Wizard: **Intelligence**

Spell save DC

- $8 + \text{proficiency bonus} + \text{spellcasting modifier}$

Spell attack bonus

- $\text{proficiency bonus} + \text{spellcasting modifier}$

Wisdom
SPELLCASTING ABILITY

13
SPELL SAVE DC

+5
SPELL ATTACK BONUS

6

7

Class

Cantrips are spells that you can cast as many times as you want.

- Bard, Druid, Warlock: **2 cantrips**
- Cleric, Wizard: **3 cantrips**
- Sorcerer: **4 cantrips**

Choose your cantrips from your class **spell list**

A form for selecting cantrips. It has a header "CANTRIPS" with a "0" in a box next to it. Below the header is a list of cantrips: "acid splash", "light", "prestidigitation", and "shocking grasp". An orange arrow points to the "0" box. Below the list is a section for "SPELL LEVEL" with a "1" in a box, and "SLOTS TOTAL" and "SLOTS EXPENDED" fields. At the bottom, there is a "PREPARED" checkbox and a "SPELL NAME" field.

Class

You can also cast **1st-level spells**

- **Bards** (4), **sorcerers** (2), and **warlocks** (2) *know* spells.
- **Clerics**, **druids** know every 1st-level spell from their respective spell list but can only *prepare* a number of them equal to **Wisdom modifier + class level**.
- **Wizards** have a spellbook with six 1st-level spells. They can *prepare* a number of them equal to **Intelligence modifier + wizard level**.

Record the names of **known spells**. Fill in bubbles of **prepared spells**.

You have a number of **spell slots**, the number of times you can cast spells before resting. Everyone has 2, except **warlocks** who have 1.

CANTRIPS

0

SPELL LEVEL

SLOTS TOTAL

2

SLOTS EXPENDED

KNOWN SPELLS

SPELL NAME

- ☐ bane
- ☐ bless
- ☐ command
- ☐ create or destroy water
- ☐ cure wounds
- ☐ detect evil and good
- ☐ detect magic
- ☐ detect poison and disease
- ☐ guiding bolt
- ☐ healing word
- ☐ inflict wounds
- ☐ protection from evil and good